

## ABSTRACT

2 A novelty article and method for making same. A three-dimensional digital  
3 model of a face of a famous person is obtained. A three-dimensional digital model of  
4 an article associated with the fame of the famous person is obtained. The digital  
5 models are merged to create a merged three-dimensional digital model, wherein the  
6 face of the famous person is positioned on the article of fame in the merged three-  
7 dimensional digital model. A physical three-dimensional novelty article is created  
8 based on the merged three-dimensional digital model. In one embodiment, the  
9 famous person is an athlete and the article of fame is a ball.

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